

Technical expert in Software Engineering - Software Architect (who codes! ;-)) - Project Manager



Since Sep 2020

Experience

MediaKind

Technical expert in Software Engineering

- In charge of development processes and tools.

Software Development Manager

- Development team management using Agile approach. Working on Software Engineering methods and tools (test automation, static and dynamic code analysis, metrics, DevOps & CI/CR/CD) in SaaS environment.

2020

Sogeti

Senior Application Architect

- Heterogeneous network supervision software (SNMP, CORBA, 2G/3G/4G/5G, Java, C++, Python, Gitlab, Docker)
- Architecture/development, test automation, documentation

2016-2020

INRIA, DiverSE team (<https://www.diverse-team.fr>)

Research Engineer, Manager of the European project STAMP

- Test automation and generation in DevOps (<http://www.stamp-project.eu>)
- Open source development in Java and Python (Maven plugin, Github application and micro-service) (<http://github.com/STAMP-project>)
- Talks at conferences (BreizhCamp, Devox, EclipseCon, Paris Open Source Submit, OW2Con, Station F)
- Writing of a paper in Linux Magazine (#227)

2010-2016

Thomson Video Networks / Harmonic

Method and tools - Software architect - Project manager - Trainer

- Process improvement, development and deployment of common software tools and components
- Development, test and build chain automation for digital headend software
- Participation in collaborative projects
- Management of subcontracting, in-house trainer

1996-2010

Technicolor

PMO - Software architect - Project manager

- Specification and implementation of a CMMI process improvement plan in an international organization, in charge of the Rennes (180 people) and Paris (30 people) centers.
- Specification and implementation of digital television software
- Management of subcontracting in India
- Writing of technical proposals in response to requests for proposals

1990-1996

SOFTEAM

Software architect - Project manager - Trainer - Technical salesperson

- Software architecture, project leader and development of an OO case tool
- Pre-sales and technical support
- System administration
- Design and implementation of a Motif/X11 training course
- Consulting and development for customers

1988-1990

CR2A

Software engineer

- Studies and projects for civil and military avionics using AI techniques

1988

DEFI-Formation

Trainee software engineer

- Development of a graphical modeling tool on Windows

1985-1987

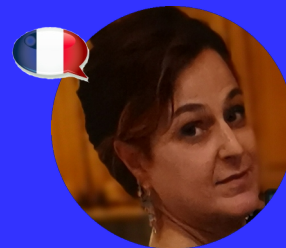
Ville de Paris

Trainee software engineer

- Development, maintenance and support of PC applications

Skills

- Metamodel manipulation, code & test generation, Static & dynamic code analysis, Software verification & validation, DevOps, CI/CR/CD, Tests Automation, Agile Méehods, CMM/CMMI, Continuous Improvement & Change Management,
- C++, Python, Java, C, Lisp, Prolog, Eiffel, Smalltalk, XML, HTML, JSON, JavaScript, Ada, Pascal, shell, perl, PHP, assembleurs 8086 et 68000, CAML, UML, OMT, LaTeX



Caroline LANDRY



English (fluent)



German (basic)



- Dance studio manager (<http://moana-studio.fr>)
- Sol'Arts Dancer-Choreographer (musicians and dancers)
 - 2012-2017
- Founder and treasurer of the Dyade association
- Treasurer of the R.A.J.I. Budo School association
 - 2007 - 2010
- Reviewer of the magazine JazzPulsions and subscriptions management
 - 1998 - 2013
- Treasurer and member of the circus school "En Pistel"
- Member of the Compagnie Calabash, dancer and President
- Organization of dance festivals with teams of 30 to 80 volunteers
 - 1992 - 1996
- Member of the Melting-Pot Company, dancer and volunteer
 - 1982 - 1986
- Gymnastics club competition A-team coach
 - 1983 - 1984
- High-level athlete in tumbling



1983 -1988

- git, Github, Gitlab, Azure DevOps, maven, svn, cvs, Clearcase, Modelio, Objecteering, Rose, BOUML, Soda, STP, Qt, Motif/X11, Jenkins, Flexnet, Visual C++, Softbench, net-snmp, apache, PITest, Descartes, RabbitMQ, Nginx, make, CMake
- Unix, Linux, Windows, Cygwin, VirtualBox, Docker, PSOS, QNX, Nucleus
- REST, SNMP, Ethernet, MHP, DVB, IEEE1394, Hiperlan2, 802.11

Education

UPMC - Université Pierre et Marie Curie (Paris VI)

- D.E.S.S. Génie des Logiciels Applicatifs (Master 2)



Experience (details)

Sogeti

Senior Application Architect

- Alarm supervision software of Bouygues Telecom network (SNMP, CORBA, 2G/3G/4G/5G, Java, C++, Python, Gitlab)
- Architecture/development, test automation, documentation, process improvement

INRIA, DiverSE team (<https://www.diverse-team.fr>)

Research Engineer - Technical Project Manager

- Manager of the European project STAMP – Software Testing AMplification – coordinated by INRIA (<http://www.stamp-project.eu>): project organization, reporting and project reviews at the European commission.
- In charge of the INRIA technical work package developing the Descartes (mutation testing) and DSpot (test amplification) tools.
- Development of the Maven plugin pitmp-maven-plugin (<https://github.com/STAMP-project/pitmp-maven-plugin>).
- Development of a micro-service and a GitHub application (<https://github.com/STAMP-project/descartes-github-app>).
- Setup of a regression case base on Github (<http://github.com/STAMP-project/dbug>).
- Talks about STAMP or mutation testing techniques at conferences (BreizhCamp, Devovx, EclipseCon, Paris Open Source Submit, OW2Con, Station F).
- Writing of a 12-page paper about the STAMP project in Linux Magazine (#227).

Thomson Video Networks / Harmonic

Method and tools - Software architect - Project manager - Trainer

- Transversal project manager on process improvement.
- Specification and development of internal tools for test automation, documentation generation, automatic capture of video streams on error reception, intranet application for management and search engine of test video streams.
- Redesign and standardization of the products licensing system connected to the ERP and the production platform: requirements, choice of tool, architecture and development in C++ of a software component, including a Java wrapper.
- Development in C++ on a Linux platform of software components of a modular platform for video broadcast headend equipment.
- Development of a cross-platform (Windows and Linux) SDK (Software Development Kit) for the development of SNMP agents including open source components and a code generator.
- Development of an SNMP agent for video stream analysis tools (Copper and Granite Sentinel).
- Development of video stream analysis tool features (Copper, Granite Sentinel, Media Extractor, VTS500, XMU).
- Development of test automation tools and implementation of automated test suites for regression tests, for several software products.
- Participation in collaborative projects : Distrim@ges, ENTHRONE II (European IST project).

Technicolor

PMO - Software architect - Project manager

- Definition and implementation of a CMMI process improvement plan in an international organization.
- Deployment and administration of internal tools for project and budget management.
- In charge of development methods and tools; internal consulting on development methods and software architecture.
- Specification and development of digital television software (decoder, production tool for interactive television, wireless home network). Modeling and documentation under Rational Rose and implementation in C, C++ or Java with Clearcase as configuration management tool. Definition and monitoring of subcontractors work and deliverables.
- Development process definition, including implementation of development tools.

SOFTEAM

Software architect - Project manager - Trainer - Technical salesperson

- Development of a major release (v3.0) of the Objecteering product (OO case tool) and minor releases. Team between twelve and twenty people.
- Realization of a GUI generation module and a multi-platform graphic library (Motif and Windows).
- Participation in the definition of the architecture of a new product (Objecteering v4.0/Modelio).
- Development of a unit test generation module with tooling under Motif and Windows.
- Implementation in C++ of Objecteering's GUI with Motif.
- Technical sales and technical support on the Objecteering product.
- System engineer for a pool of 30 machines (SUN, HP, PC).

- Realisation of a Motif/X11 course.
- Porting for CSEE DCI of a GUI from Sunview to XView.
- Realization for CSEE DCI of a prototype of heterogeneous network supervision in C++, with the class-relation method, GUI with Motif, HP Openview supervision platform.

CR2A

Software engineer

- Specification for the CENA (center for air traffic studies) of a prototype of flight level planning for air traffic control assistance.
- Realization for THOMSON SDC (Thales) of a fighter jet interception prototype in Prolog, with GUI in X11 and kinematic calculations in ADA.

DEFI-Formation

Trainee software engineer

- Final internship: realization of a graphical tool to help in the design of applications on the Entity-Relationship model (Merise method), under Windows.

Ville de Paris

Trainee software engineer

- Development and maintenance of a multi-station PC-based budget management application for the Ministry of Urban Planning.
- Summer internships 3 consecutive years.